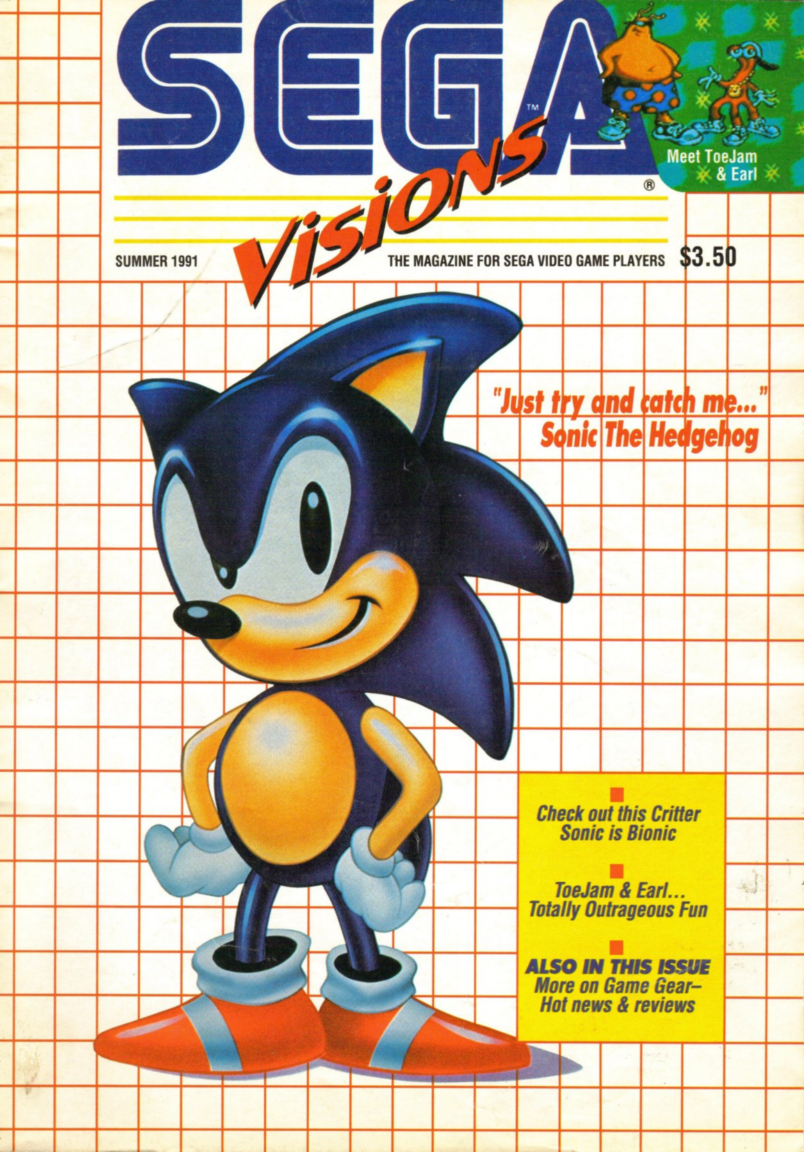
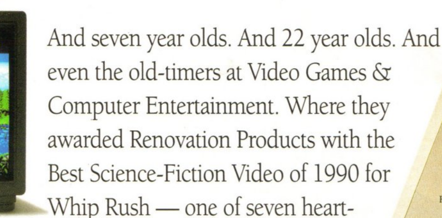

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SUMMER 1991
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More on Game Gear–
Hot news & reviews

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And seven year olds. And 22 year olds. And even the old-timers at Video Games & Computer Entertainment. Where they awarded Renovation Products with the Best Science-Fiction Video of 1990 for Whip Rush — one of seven heart-pounding titles currently released.



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Excellent	Excellent
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9	8
Outstanding	Very Good
9	7
Outstanding	Excellent
9	8

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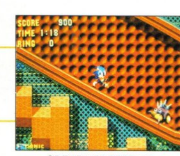


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GREAT MOMENTS IN HEDGEHOG HISTORY - P. 22

MAYBE THE CRAZIEST GAME IN THE GALAXY - P. 18

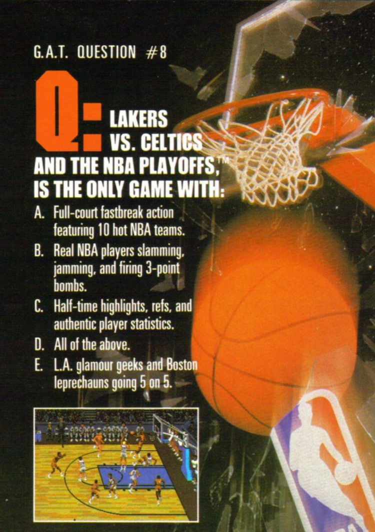
THE LATEST GAMES FOR THE INCREDIBLE GAME GEAR - P. 29

R U A GENESIS GENIUS?

PART 2

What's your story?
Take the Genesis Aptitude Test (G.A.T.) and find out. Write the answers to questions 8 through 14* on your completed entry form, and send it in. Score high and you could win 3 Genesis titles from Electronic Arts just for being smart.

*If you didn't take the first G.A.T. (questions 1–7)— no problem. It's never too late to become a Genius!

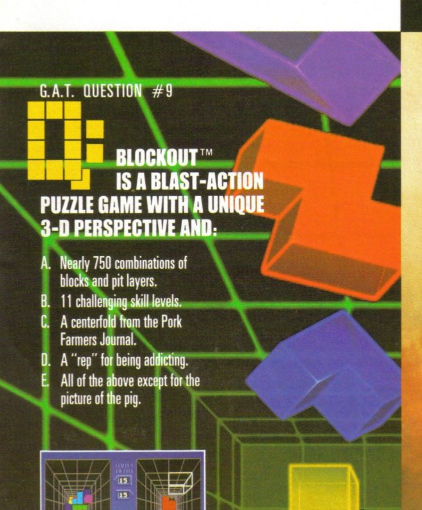


G.A.T. QUESTION #8

Q: LAKERS VS. CELTICS AND THE NBA PLAYOFFS,™ IS THE ONLY GAME WITH:

A. Full-court fastbreak action featuring 10 hot NBA teams.
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C. Half-time highlights, refs, and authentic player statistics.
D. All of the above.
E. L.A. glamour geeks and Boston leprechauns going 5 on 5.





G.A.T. QUESTION #9

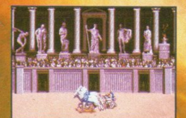
Q: BLOCKOUT™ IS A BLAST-ACTION PUZZLE GAME WITH A UNIQUE 3-D PERSPECTIVE AND:

A. Nearly 750 combinations of blocks and pit layers.
B. 11 challenging skill levels.
C. A centerfold from the Pork Farmers Journal.
D. A "rep" for being addicting.
E. All of the above except for the picture of the pig.

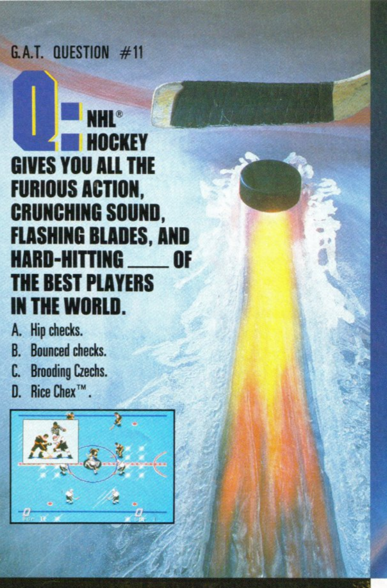
G.A.T. QUESTION #10

Q: IN CENTURION THE ONLY THING YOU *CAN'T* DO IS:

A. Shatter your opponents' chariots, and whip their sorry behinds.
B. Excoriate gastropod lifeforms.
C. Crush Rome's enemies on land and sea.
D. Date Cleopatra, ranked #1 on the all-time "bad" chicks list.
E. Scare the ----- out of the Carthaginian elephant cavalry.



G.A.T. QUESTION #11



Q: NHL® HOCKEY GIVES YOU ALL THE FURIOUS ACTION, CRUNCHING SOUND, FLASHING BLADES, AND HARD-HITTING ____ OF THE BEST PLAYERS IN THE WORLD.

A. Hip checks.
B. Bounced checks.
C. Brooding Czechs.
D. Rice Chex™.

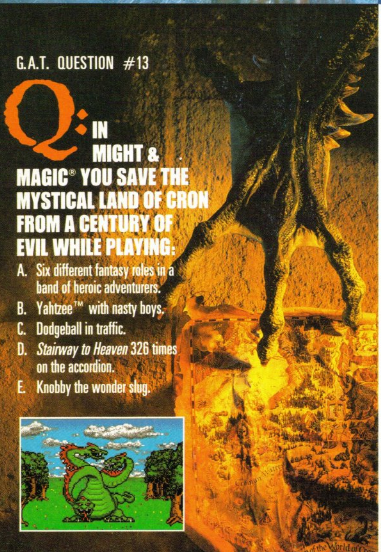
G.A.T. QUESTION #12

Q: IN PGA TOUR® GOLF, HOW CAN YOU FINISH IN THE MONEY?

A. Use the unique 3D contour grid to "read" the greens.
B. Let our pros help you master special shots—chip, punch, putt from the fringe and more.
C. Play tough against 60 PGA TOUR pros, on real courses, in real tournaments.
D. All of the above.
E. Fluff up those dorky tassel things on your golf shoes.



G.A.T. QUESTION #13



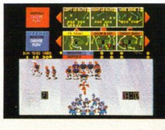
Q: IN MIGHT & MAGIC® YOU SAVE THE MYSTICAL LAND OF CRON FROM A CENTURY OF EVIL WHILE PLAYING:

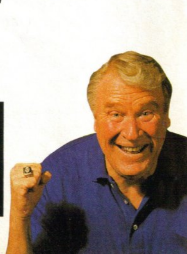
A. Six different fantasy roles in a band of heroic adventurers.
B. Yahtzee™ with nasty boys.
C. Dodgeball in traffic.
D. *Stairway to Heaven* 326 times on the accordion.
E. Knobby the wonder slug.

G.A.T. QUESTION #14

Q: THE ONLY THING JOHN MADDEN FOOTBALL™ *WON'T* GIVE YOU IS:

A. Over 100 pro-style plays from John's own playbook.
B. The speed and power skills of *real* pro players.
C. Chronic turf toe and nervous dry heaves just before kickoff.
D. Dives, spins, tough tackles, audibles, and penalties.
E. A chance to win the "big show" on Super Sunday.





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FAST FINISHER BONUS

Free Electronic Arts Road Kit to the first 25 G.A.T. finishers who correctly answer all the questions. Earliest postmarks win. (Road Kits hold 8 Genesis carts.)



ANSWERS TO G.A.T. QUIZ PART 1:

#1 E #2 A,C,E #3 C #4 E #5 A #6 D #7 B

WATCH FOR G.A.T. QUIZ PART 3

for the answers to G.A.T. Quiz Part 2.

BE A GENESIS QUIZ WIZ:

Just fill out this G.A.T. quiz and mail it. All G.A.T. quizzes with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

IMMORTAL™ —The dungeon combat adventure with full screen combat and so m]any ways to go: fried, scorched, bashed, chomped, spored, skewered, slimed. It's not when. It's how.

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Your Answers

#8____ #9____ #10____ #11____ #12____ #13____ #14____

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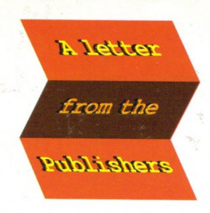
( ) Phone Age

Send completed G.A.T. Quiz to:
G.A.T. Quiz, Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404-2497

(Entry must be postmarked by 9/30/91, drawing will be held 10/18/91. Winner will be contacted by mail.)

______ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

ELECTRONIC ARTS®



Hello, Sega Gamers:

Man, oh, man, have we been busy! It feels great to take a few moments to sit down and let all our great gamers in on what's been doin' here at Sega since we saw you last.

We've unleashed our new, portable, full-color Game Gear system on America. We launched it - literally - in a big way with an incredible blow-out on the aircraft carrier U.S.S. Intrepid. We wish every single Segaphile could have been there, but since that wasn't physically possible, we're sharing the good times with you on page 36. It was a blast!

And while we're on the subject of good times, we're living it up now at the Summer Consumer Electronics Show in Chicago. Game Gear is, of course, one of our star attractions. Our hot Master System II and the Genesis system game line-ups are grabbing their fair share of the limelight, as well. We're also letting the world meet our newest "stars" at the show, and we're introducing them to you in this issue.

In the last VISIONS you met Sonic The Hedgehog, a speedy dude with an attitude. Sonic is - how can we put it? - well, Sonic is a little pushy. He lets you know in no uncertain terms that one article about him was not enough, so we've got a feature article with strategy tips for his game, *Sonic The Hedgehog*, in this issue on page 22. That ought to keep him quiet for a little while. Maybe.

Also last issue, you might have noticed unusual foot-prints running across some of the pages. Those were made by ToeJam, who's making his formal entrance with his main Earl on page 18. Toe Jam and Earl are two way-cool space guys. They're stranded here on earth until they can get their ship back together. And they're having problems with the locals.

So, what with an obstinate hedgehog zooming around the place, two space dudes bopping in and out, Game Gear taking off, and CES going on, Sega is definitely where the video game action is. We're working hard (and have lots of fun) so all you awesome Sega players can get what you deserve: the latest technology, the best graphics, the newest ideas, and the greatest games. Play hard! Play well!

Al Nilsen & Bob Harris
Publishers



VOL 1 ISSUE 5 SUMMER 1991

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KA·GE·KI FISTS OF STEEL

POW

BAM

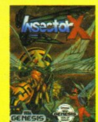
THE IMPACT OF YOUR PUNCHES ARE AWESOME
LEFT JAB, LEFT JAB, RIGHT STRAIGHT!
LIKE THE SOUND OF THUNDER

KEEP ON THROWING YOUR PUNCHES

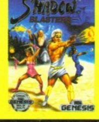
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You'll see the world through the eyes of an insect.



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Experience the super natural powers of 4 freedom worriors.

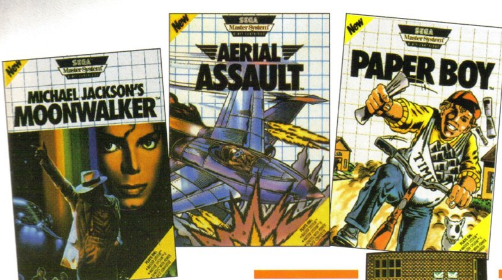


Crack Down
Crack down, and re-take control!

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SEGA Master System II

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Michael dances and sings across your video screen in an action game that will knock your socks off. Mr. Big has kidnapped hundreds of children, and it's up to you and Michael to save them. Dance over pinball machines, enter secret caves, and overcome Mr. Big's formidable fortress before you challenge Mr. Big himself. Designed by Michael Jackson and based on his music videos, this rockin' new game features his famous voice, dance moves, and music.

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Aerial Assault



You fly a new high-tech fighter plane designed to rid Earth of a terrorist menace. Hidden behind six levels of menacing defenses, the evil super weapon "El" is primed to destroy the ozone layer. You encounter battleships, bombers, lightning storms, and guided missiles before you even enter the enemy mountain hideout. And once inside, you discover the terrorists have established a new hideaway in outer space. *Aerial Assault*'s action is hot and intense, just the way you like it.

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Joe Montana Football

At last! A football game designed by a champion that plays like a champion. Hit the field against any of 28 pro teams, each with its own personalized playbook. Call in your play, fade back to pass, and scan the field for the open receiver. Your linemen react to your decisions with lifelike blocking patterns, pulling, trapping, or following you out of the pocket on a scramble. *Joe Montana Football* plays like the real thing!

$24.99

Psycho Fox

Voted best new Master System game by gamers themselves, *Psycho Fox* is seven levels of unending mayhem. It's up to you and this crazy fox to save the world. With the trusty psycho bird as your constant companion, you change Psycho Fox into a high-jumping monkey, ferocious tiger, and even a pink hippo! Every character has the different strengths you'll need to finish. Find out for yourself why this is such a monumentally popular game.

$26.00

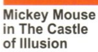
Paperboy



Get out your bicycle and grab those newspapers! You've got the meanest paper route in town, but you've still got to deliver. You'll have to avoid runaway lawn mowers, remote-control cars, angry dogs, burglars, break dancers, and speeding convertibles. If you finish your daily route in one piece, you can challenge the stunt course to rack up bonus points and show off your most awesome moves! Ready? *Paperboy* takes you on the ride of your life.

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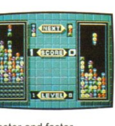
Mickey Mouse in The Castle of Illusion



Mickey has come to the Master System II and boy, are you in for a great surprise! No 8-bit game has ever looked so good. Outrageous action plus revolutionary graphics add up to one incredible game. Guide Mickey through seven different worlds of challenging arcade action. Disarm remote control airplanes. Swim through a giant cup of coffee. Turn the whole screen upside down! Mickey may seem like he's just for kids, but this game is not for amateurs.

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Columns



You manipulate bright jewels as they drift down your screen in this mesmerizing game of skill and chance. The jewels start falling faster and faster, without letting up. Match three in a row, horizontally, vertically, or diagonally to lower the pile and score points. Connect longer chains for more points. Challenge yourself or a friend in one of three intense gaming options. *Columns* provides hours of nerve-wracking fun that tests the best of gamers.

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Order These Sega Master System II Games Now

MAILBOX MAILBOX MAILBOX

Visions Readers Speak Out

My compliments are truly yours, Sega and *Visions* for your supreme success with the Genesis System and it's coverage. As would any loyal reader, I have a tip for continuing the success of *Sega Visions*: include a summary and a fact file of the games you review in the magazine. This should include the system it's from, type of game, megs of memory, number of players, release date, price, levels or rounds, etc. I look forward to reading through every issue of *Sega Visions* as you put out a really outstanding magazine.

Michael Darnell
West Chester, PA

Great suggestion! A game rating system, including the information you've described, will be implemented in future issues of Sega Visions. *Look for it in upcoming issues.*

After reading your magazine, I have formed some suggestions that I think would help: increase your depth of the game's reviews. Tell the reader as much as you can without revealing the solutions to key obstacles in the game. Give third party software producers as much attention as you do your own. Third party producers make some great games of their own. I hope these suggestions help.

Matt Hudson
Albuquerque, NM

We couldn't agree more. Future issues of Sega Visions *will include expanded game reviews and strategy features, along with increased coverage of third party games. And don't forget to read* PartyLine *in every issue of* Visions *for the latest information on hot new games from Sega's third party companies.*

Outstanding! The one word to describe your exclusive magazine. I have now found the magazine that gives me all I could ask for. Your reviews are the best: they include background information and descriptions that other magazines lack. Something I'd like to see added to *Visions* is a Top 10 List of Games rated by game players. Keep those *Visions* coming!

John Marshall
Normal, IL

Thanks for the words of praise! We appreciate getting suggestions from our loyal Visions *readers like you - and who knows - maybe we'll start a game players Top 10 List of Games in future issues!*

We love getting letters! Write to us with your suggestions, ideas, comments and opinions. This is your chance to let the gaming industry, and the rest of the gaming fans, know what you think. Send your letters to:

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The Mailbox
P.O. Box 2607
So. San Francisco, CA 94080

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TRECO™

BLAM!

The Kansas Tornado Kick should send this guy to the moon!

POW!

Think you're bad, huh? Go head to head with your bud!

SEGA GENESIS 16-BIT CARTRIDGE

OOOF!

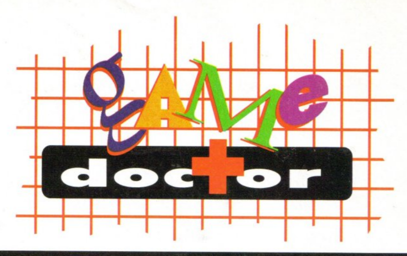
Just kickin' around tryin' to make a buck!

Yo! This ain't no plastic trophy contest! You gotta watch out 'cause these street fighters don't mess! They're some of the toughest, meanest, quickest dudes ever to chew on nails, know what I'm sayin'?

Lay down some serious pain! Karate man or Crusher, take your pick! Your bud's coppin' a 'tude? Then let him have a piece! But ya' better get STREET SMART first, or you'll have a hard time finding all your teeth with one eye!

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The Game Doctor Answers The Most

Q: ***I own a Sega Master System and I am very pleased with the games and graphics. I'd like to know the difference between a mega cartridge, two-mega cartridge and a mega-plus cartridge.***

A: A mega cartridge contains one megabit of memory and the two-mega cartridge, as you've probably guessed by now, holds two megabits. The mega-plus cartridge refers to the presence of a battery back-up.

Q: ***I own a Sega Master System with seven games, one of which is called "Golvellius, Valley of Doom". At the end of this game it says "to be continued", yet I haven't seen the sequel in stores. Could you please clarify this?***

A: Unfortunately, there are no plans at this time to release a sequel to this game.

Q: ***What is the difference between our Genesis and the Japanese system?***

A: The Sega Genesis and the Japanese version, called the Mega Drive, contain similar technical configurations but they are housed in different casings. As a result, Mega Drive games don't fit into the Genesis cartridge slot.

Q: ***Nintendo is coming out with a 16-bit system with 16 meg capability. Atari is coming out with the "Panther", a 16-bit system with 12 meg capability. I am a devoted Sega Genesis fan, but it only has 8 meg capability. Is there a possibility of an upgrade? If there is, please remember all the people who already own a Sega Genesis. I think it's unfair the way some video game companies put products on the market and then later come out with improved versions of the same thing and all the people who bought the original are left behind and forgotten. I think I speak for many who owned an Atari 2600 and a Coleco Vision simultaneously.***

A: Sega is not one of the companies you describe. Sega has produced two systems and the second has an adapter (the Power Base Converter) to play the smaller system's software.

As for the wisdom of a retro-fit memory add-on, they can create as many problems as they solve. For one thing, it splits the market. Software can no longer be produced for the entire user base unless it ignores the extra memory capabilities of the upgraded system. So you have some system owners with more

The Sega universe is a busy place, and, as usual, we've got plenty of great questions from you Sega gamers out there! So let's get right to it!

Commonly-Asked Sega Questions.

memory than others, and one or the other group is bound to feel abandoned at some point.

Instead, Sega's developers have already conquered the 8-meg limitation we referred to a couple of issues ago and the Sega Genesis System is now capable of running 12-meg games. The Atari 2600 you mentioned was originally designed to run 2K games. That was quickly expanded to 4K, then bank-switching technology allowed that number to be doubled - and it was all handled through the software.

Q: ***I've heard much talk about the Sega Genesis CD-ROM player. Since a CD can hold about a thousand floppy disks worth of information, will it change the number of megabits a Genesis game can have? Previously, you said the maximum number of megabits the Genesis system could handle was eight. Would the CD player raise that number? Take the arcade version of "Golden Axe" as an example. I know you could fit all the data on the CD, but could you run it all through the Genesis' 16-bit processor?***

A: As indicated in the first issue of *Sega Visions*, whenever we have confirmation on the CD-ROM player, we'll share it with you. The Genesis CD peripheral has been scheduled for availability late this fall, in Japan only. It still has not been confirmed if or when the CD-ROM unit will arrive on North America's shores.

The CD-ROM will theoretically be able to "stream" data through the processor, as needed, so the 16-bit processor shouldn't be a problem.

The Game Doctor will continue to answer as many questions as possible in each issue of **Sega Visions.** ***So, gamers, keep those questions coming. Please send questions or comments on any Sega product to:***

The Game Doctor
c/o SEGA VISIONS
PO Box 2607
South San Francisco, CA
94080

The Name of the Game is the Game!



Summer's heating up, and so is the growing list of fantastic new carts for Sega gamers from our outside design team. Available in June to start your summer vacation off right are: Bignet's *Warrior of Rome* and *Junction*; *Wings of Wor* from Dreamworks; *James Pond* from Electronic Arts; Kaneko's *Air Buster*; *Wardner* from Mentrix; *Powerball* from Namco; *Bimini Run* from Nuvision; *Crackdown* from Sage's Creation; *Batman* from Sunsoft; and Taito's *Rastan Saga II, Sagaia, Space Invaders 91*, and *Ultimate Qix*.

If you love being puzzled by puzzles, you'll love *Junction* from Bignet. It's a super challenging, 3-D marble maze that's full of surprises. This is not the game to play if you're set in your ways! As you maneuver your red ball along the track, you'll need quick reflexes to avoid falling down pits or running into enemies! Good luck!

Electronic Arts (EA) has got five way cool carts lined up beginning with *King's Bounty: The Conqueror's Quest* . This is a dynamite strategy-adventure game you play as a barbarian, sorceress, paladin, or knight. The action takes you across a challenging collection of terrains as you do battle and pit 25 fantasy creatures against each other. EA has thoughtfully included a password feature to hold your place.

Up for a truly gruesome fantasy adventure? Look no further than EA's *The Immortal*. This is one unusual cart, with hyperdetailed graphics, mega-righteous three-quarter views, mind-twisting puzzles, grizzly combat, and a music score that's excellent. If you've got the stomach for hours of sorcery, betrayal, and blood, this is it.

The first word that comes to mind for *Might & Magic: Gates to Another World* from EA is immense. There are six complete cities; more than 30 dungeons, castles, and caverns; six active characters; and more than 200 - that's *two hundred* - different monsters. Expect to invest hundreds of hours saving the world of Cron in this awe-inspiring, standard-setting fantasy role-playing game.

WARDNER™

(Mentrix/Genesis)



It begins as the perfect honeymoon. Dover (you) and Mia are walking through the romantic forest near Niknik in Sylvaland, famous for its serene beauty. But the area is rapidly earning a new, sinister reputation as the cold menace of Wardner seeps into the town.

Wardner is taking over the world one village at a time. His lackeys transform people into crystals: the town becomes Wardner's, the crystals become his lackeys! Now Niknik is sliding into Wardner's nasty grasp through his minion Terragon. Dover and Mia are innocents in the wrong place at the wrong time.

Terragon transforms Mia into a crystal, and takes off with her through the woods. To rescue Mia, you must follow him through seven stages of tangled jungle filled with imaginatively evil creatures. Pace yourself: the final challenge is with the mighty Wardner himself.

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STREET SMART™

(Treco/Genesis)

Want to kick some video butt? Then try the mean streets in *Street Smart*, where the toughest fighters hang. The popular arcade contest has come to the Genesis arena, so you can get tough and macho in the comfort of your own home. As you tangle with the game's nine street fighters you earn money you can gamble or hang on to. You'll also get the chance to build endurance, power, and defense. Fight along side a friend, but when you defeat a level fighter, you have to fight others for extra points.

Street Smart lets you choose your character. As a martial artist, you've got punches, roundhouse kicks, jumps, back flips, and the powerful Dragon's Tail Technique in your arsenal of combat skills. On the other hand, you can fight as a pro wrestler, with punches, kicks, jumps, head butts, back flips, and the nasty Kansas Tornado Kick to fight with. Pop in the cart, and come out fighting!

Hal, the renegade computer in the movie *2001*, was an Eagle scout compared to the out-of-control war simulator in *Gain Ground*, from Renovation. *Gain Ground* has its own army of robots and, after dispatching its creators, has been inhaling rescue teams. Now it's your turn to take on the 50 screens of challenge. This one's a shooter that taxes your brain cells.

Another offering from Renovation is *Valis III*. Yuko's adventures continue with the help of two warriors who join her, each with his or her own special magic and fighting skills. Like the earlier games, this is packed with action.

Sage's Creation translates the Japanese arcade hit to Genesis with *Ka-Ge-Ki*. Martial-arts fans will be jumping and punching their way through fights against nine floors of enemies. You're honorable, but your opponents fight dirty. Expect anything from them.

Taito's gone into orbit this issue, with three awesome outer space carts: *Space Invaders 91, Sagaia, and Ultimate Qix*. *Space Invaders 91* is Genesis' sequel to the immense arcade hit. Once again, Earth is in danger, so our elitest of the elite are blasting into deep space in a heroic effort to wipe out the enemy. The sound effects are incredible, and the cart explodes

with the original arcade soundtrack (yay, Genesis stereo!).

An intergalactic call for help kicks off the action in *Sagaia*. One branch of an old space family is in trouble and has radioed across the galaxy to another branch to save them. Talk about distant relatives! The resulting battles are what Taito calls "a true test of mind over matter."

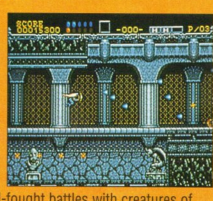
In *Ultimate Qix*, the third game in Taito's new trio, an exhausted fighting crew returns home to find that their mother star has been all but wiped out by enemy aliens. A faint SOS reaches the returning ship, and from then on it's an all-or-nothing battle to save the suffering survivors from the enemy. The action is swift and fierce.

Tengen extends the baseball season indefinitely with their third home run: *RBI Baseball III*. This cart is licensed by the Major League Baseball Players Association, and has super realistic play – even the names and stats come straight from the official record books. You can steal bases, bunt, pinch hit – whatever it takes to win!

Also from Tengen, *Paperboy* sends you on the worst route in the world. While you fling papers, you also fight off snarling dogs, lawnmowers, tricycles, breakdancers – you name it! Even the traffic makes your life difficult! But you get to vent your frustration by breaking non-susbscribers windows!

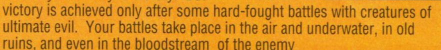
WINGS OF WOR™

(Dreamworks/Genesis)



The ancient land of myths is less than peaceful in this graphically gorgeous action shooter. Your arch enemy is out to conquer and destroy everything your land holds dear. It's up to you to save the day.

You play Wor, a warrior of legendary status with powerful, golden wings that let you/him fly to victory. But



victory is achieved only after some hard-fought battles with creatures of ultimate evil. Your battles take place in the air and underwater, in old ruins, and even in the bloodstream of the enemy

Crystal orbs and magic scrolls give you added power, if you're quick enough to grab them. You can build up your fighting power with wide, straight, and rear shots – for sneak attacks from behind. Energy, shield, and thunder magic add to your power as you risk all to combat some of the worst bosses you've ever seen in a video game.

CROSS FIRE™

(Kyugo Trading Company/Genesis)



One of the more frightening and insidious evils of the real world has found its way into the video game world: the drug problem. And in *Cross Fire*, you can do more about it than just say "no". You can get out there and actively stomp out the dealers.

The entire world is in dire trouble. Drug lords have banded together in immense, virtually invincible networks and are destroying not only the health but the wealth of everyone everywhere. You play Hawk, the agent the world has turned to put a stop to all this.

From the cockpit of your helicopter, you unleash barrage after barrage of bullets on the drug dealers. And there seems to be an unending supply of them coming at you left and right, from above and from below. This is a great arcade action game with a social conscience.

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A NEW DOOR OPENS THE WORLD OF REAL-TIME COMBAT.

Place: The Mediterranean Sea
Time: The Golden Age of the Roman Empire

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This warfare system offers realtime simulation with four scenarios: a defensive battle, sea battle, land battle, and fortress battle.

Finish one scenario, and you're positioned perfectly to start the next…. and to meet some of the most beautiful women in the known world.
Test your wits against one of the greatest military leaders of all time -- can you duplicate the invincible strategy of Julius Caesar?

Soldiers:"Victory to Caesar!"

Soldier:"Caesar, you made it through unharmed!"



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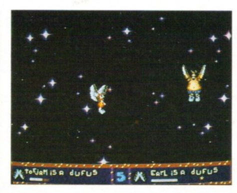


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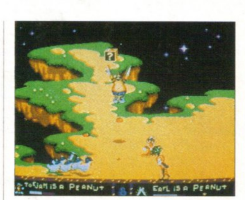
AVAILABLE MAY 1991

ToeJam & Earl



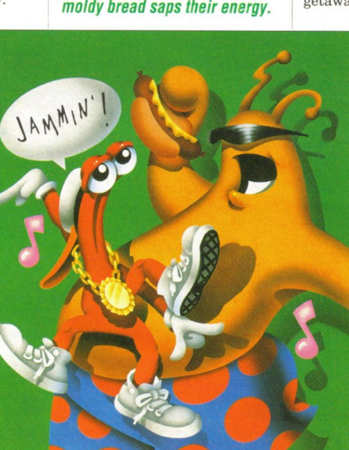


Pizza, burgers, and sundaes energize the guys. But stuff like cabbage, spoiled cheese, and moldy bread saps their energy.



ToeJam and Earl, two totally righteous space dudes, are just tunin' out and cruisin' the galaxy. ToeJam wants to hang for awhile, so he gives the spaceship controls to his homey, Earl. Big mistake. In seconds, their cool craft is out of control and heading for a large blue and green planet (a.k.a. Earth). The ship crashes and is blown into ten pieces. Our boys escape okay, but are stuck here unless they can track down all the ship's pieces and put them back together.

ToeJam is a three-legged, hyper oddball with bulgy eyes. Earl is a cool, laid-back porker who goes with the flow. Together, they are a totally def duo that will crack you up.



Boppin' around Earth looking for their ship bits, ToeJam and Earl run into crazies out to turn them into space dust. Mothers wheeling babies try to run them over, pitchfork-toting cats try to poke our main men right in the asteroids, and drill-happy dentists love to make, not fill, cavities in aliens. And if the crazies infesting Earth aren't enough, tornadoes come along and carry ToeJam and Earl off to unknown places.

However, these space rappers aren't defenseless. They've got spring shoes for fast getaways, and they're mean shots with their automatic tomato launcher. They find unusual power-ups, like a rubber duckie for water travel, in gift-wrapped presents. And munching on junk food boosts their energy.

Elevator transporter pods are the only access to the next levels. They change with each game, and so do the locations of the spaceship pieces and the terrain. You can opt to keep them constant if you're not into surprises.

ToeJam and Earl is a blast, both as a one-player or co-operative two-player adventure. The rap is outrageous, the music is jammin' and the options, obstacles, and wacked-out characters are a total gas. The no-repetitive action will keep you guessing with every push of the start button. This is the zaniest game that ever rocked Sega's Genesis system. Ya gotta check it out.



BATMAN

Everybody has dreamed, at one time or another, of being a superhero. Sega makes the dream come true in *Batman*. Now instead of watching the action, you pit your own super powers against a formidable foe. This cart challenges you from the Gotham City streets all the way to the final showdown with Batman's arch-enemy the Joker. But beware! Many pitfalls block your way. You will need all of your acrobatic skills and special weapons to progress to each level. Only a true superhero will survive the grueling maze of the Museum or Joker's army controlling the streets and the skies of Gotham.

The adventure begins as Batman walks the streets of Gotham where he runs into thugs and is challenged to combat with their leader.

The difficulty increases in the next level. Your goal is to find and defeat the mob bosses' right-hand man. This isn't easy. You must travel through the Chemical Factory's maze of lasers, bazookas and gunfire while traversing the factory's hazardous environment.

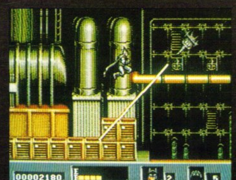
Once you have honed your skills and attained your goal, it's on to the Museum where a friend is held hostage. This level is one of the most exhausting in the game. You are met at every turn by deadly forces. Although it is Batman's skill and weaponry that give him his power, it is his timing that you'll find most valuable.



In order to survive with minimal damage, utilize rockets sparingly, use machine guns instead. Identify the help as early as possible.

Escape from the Museum in the Batmobile, a most formidable weapon. The threat level is greater now. Danger lurks around every bend. You combat a host of armored vehicles equipped with mortars, missiles and grenades. Only a barrage of bullets and superb driving will allow you to succeed.

Once the hostage is safe you continue toward your



Learn the acrobatic moves early. This will allow you to save fire power for real emergencies.

showdown with the Joker. The next level puts timing, acrobatic skills and weapons to the test in an all new way. Remember: timing is crucial.

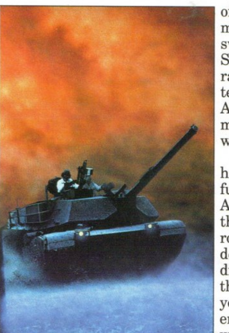
The only way to the Cathedral and the Joker is with the Batjet. Your enemy is upset with your progress and throws everything that can fly at you. Careful maneuvering and constant machine-gun fire will help you reach the final aircraft. It will take all your arsenal to defeat it and reach the Cathedral.

You made it! The cathedral is your final destination. Only you or the Joker will walk away. You need every bit of knowledge and ability to reach and defeat him. But take heart! It can be done. Good luck superhero!!

M-1 ABRAMS® BATTLE TANK™

SIMULATOR SERIES

In early tank games, the object was simply to kill or be killed. Today, gamers demand more realistic and powerful games. Sega's answer is the popular *M-1 Abrams Battle Tank*, now available for your Sega Genesis system.



You assume the unique specialties and responsibilities of the four M1A1 tank crew members: driver, loader, commander, and gunner. Most of the action, with a few exceptions, takes place in the gunner's position. The gunner can take the controls, and has complete control of the weapons. He determines which of the three armaments to fire: the swift, accurate SABOT; the long-range anti-helicopter, anti-armor AX; or the armor-melting HEAT warhead.

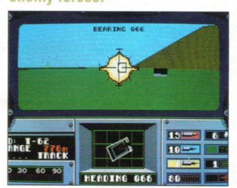
The tank's hull can rotate a full 360 degrees. At the same time, the gun turret can rotate independently in any direction. With this capability, you can destroy enemy troops without changing the tank's course.

Joining you on the battle ground are allied forces. Be careful: if, in the heat of battle, you accidentally destroy any of your troops or equipment, you will be relieved of command.

M-1 Abrams Battle Tank has eight challenging missions, three difficulty levels, and eight night or day settings. Choose conventional or high-powered optical or thermal equipment. If you're tired of one-dimensional military battle games, and you thirst for a serious war simulation that flawlessly emulates real tank equipment, then *M-1 Abrams Battle Tank* is the only game for you.

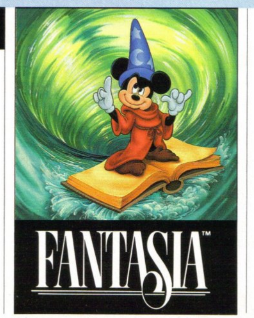


To eliminate friendly fire casualties, start a game and then quit. At the summary screen, write down the identifications of the enemy forces.



SEGA GENESIS 16 BIT

Fresh from his rousing success in *Castle of Illusion*, Mickey Mouse now plunges into another great Sega adventure. This time, he's re-creating his starring role as the Sorcerer's Apprentice from the animated Disney classic, *Fantasia*. With the imaginations of Disney and Sega together again, the result can't be anything less than a wonderfully unique, beautifully animated cart that's funny, a little goofy, and a real kick to play.

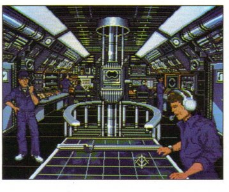


Following in the exemplary graphic footsteps of *Castle of Illusion, Fantasia* fills your screen with rich color and animation equal to the best Disney can offer. The foreground art is layered with detailed mid- and backgrounds for a lush, spell-binding 3-D effect that is fascinating to watch.

The action begins when the Sorcerer's valuable notes are stolen. As Mickey, your task is to find them and get them back. With magic and some serious jumping powers at your service, you work your way through

688 ATTACK SUB™

At the Navigations board, turn off the Plot Projection and turn on the All Tracks and Target Track. This will show the direction of all hard contacts while clearing the map of clutter.



If you are being pinged by another vessel and nothing shows on your radar, alter your course 180 degrees, decrease speed, and transmit a target pulse.

Sophisticated and secretive, nuclear submarines move beneath the surface undetected, destroying enemy ships, submarines, and even inland targets. In *688 Attack Sub*, you're in command of the first nuclear attack submarines of our era - both American and the Soviet Alfa Sub. Ten exciting missions challenge your intellect and put you in every crisis imaginable.

A good place to begin is Torpex '89, where you'll master all the 688 and Soviet Alfa operations. You're on training maneuvers, trying to take out decommissioned Forrest Sherman Class destroyers. Even though you are outnumbered, the ships are no match for your technological superiority.

Once you're comfortable with the controls, tackle the riskier missions. In Mumar Cadaver, you are ordered to remove four Libyan oil tankers as they unsuspectingly exit the Strait of Gibraltar. Unfortunately for you, the tankers are escorted by Koni Class Frigates and hostile nuclear subs craving your watery death.

688 Attack Sub is among a new breed of first-rate video simulations. The nine-function, top-down map is crisp, and overflows with detail. The digitized voice acknowledgements from the crew are the clearest speech you've ever heard on a game cartridge. The variety of weapons allows for creative and definite target elimination. Dive into *688 Attack Sub* and discover why Sega is sinking the competion.

swamps, water, prehistoric jungles, cliffs, deserts, caves, mountains and ancient ruins. As you go, you can pick up extra points to build your score and extra lives to extend your playing time. And keep your mouse eyes peeled for secret doors along the way.

You run into dozens of unusual adversaries -- some odd, some funny, and all hostile. Some you'll recognize from the movie: dancing mushrooms, walking brooms, floating flowers, ostriches, and a hippopotamus or two. Others will take you by surprise: giant frogs,



When you make it to the level 4 cave, take on one enemy at a time. Also, take your time when everything is dark.

pelicans, crocodiles, giant feet and heads, flying ponies, caged monsters, and plants that look like men. Each time you finish a level, Mickey strolls past the orchestra and tosses some mucisal notes.

Fantasia is an inspired, creative, and completely fun cart that's a breath of fresh air for any game collection. As well as great play, *Fantasia* is a visual treat, with a super soundtrack. What more can we say? Just please, don't miss this video game landmark.

SONIC THE HEDGEHOG

GREAT MOMENTS IN HEDGEHOG HISTORY

An up-close-and-personal look at Sonic, Sega's newest hero, with level-by-level strategy hints

Good morning, class, and welcome to Hedgehog History 101. Today we will examine the adventures of that most famous and rarest of all hedgehogs, Sega's Sonic.

As you know, the common critter, Hedgehog Ordinarius, runs at about, oh, 3 mph. On the other hand, Sonic belongs to the genus Hedgehog Go-fastus, and no one has been able to accurately clock the speedy little devil. Let's just say he's the only hedgehog that can give you whiplash.

Basically, Sonic is a bristly little quadruped with an attitude. Once he's made up his mind to do something, the best thing you can do is get out of his way. You might call him pigheaded (afterall, he is a hedge-*hog*). But when you get to know him, you'll realize he's a steadfast, real do-or-die kind of guy. And he's the cartoony star of one of the fastest-paced video games Sega's ever rolled out.

In his first adventure, called, not surprisingly, *Sonic the Hedgehog*, Sonic's velocity and determination are put to the test. Dr. Ivo Robotnik has transformed Sonic's good buddies into all sorts of awful, mutated beasts that hunger for hedgehog blood. Another creature might just quietly tip-toe away and find some new friends. Not our loyal Sonic--he's got his bristle up and not even the laws of gravity can hold him down. No one messes with this hedgehog and just walks away.

He may be stubborn, he may be unshakeable, but he's not violent. Sonic turns his nose up at weapons, relying on his supersonic speed, twirling jumps, and rolling to overcome evil and restore his pals to their former selves.

Sonic travels through three stages in each of the six hedgehog-challenging zones. He runs into fireball-shooting bees, spiked crabs, rocket bugs, bats, bombs, lava, burning grass and lots more. Sega wouldn't send their favorite hedgehog out into a totally hostile world, so along the way Sonic collects gold rings for power-ups. Computer monitors offering power-ups in all sorts of shapes and forms also dot the landscape for you and Sonic to cash in on.

Your homework assignment is to study the following tips and plan your Sonic strategy accordingly. And if you become hooked on Sonic, don't say you weren't warned. Class dismissed!







The Green Hill

❖ *Look for treasures in palm trees. There's an elevator platform at the edge of the cliff - it will get you to the treasure in the palm tree.*

❖ *When the big guy in a round spaceship comes at you swinging a giant ball, hit him. And keep running to safety after every hit.*

The Marble Zone

❖ *Beware of the crab, blue bees, and bats. Jump on them and you'll be safe.*

❖ *When you reach the first lava fall, climb to the top, move to the right, and you will find three monitors with shield and coins.*

The Spring Yard

❖ *When you want to get by the revolving spiked balls, remember to time your moves very, very carefully. This is tricky.*

❖ *Always stay at the bottom of this zone. That's where most of the treasures are hidden.*

The Starlight Zone

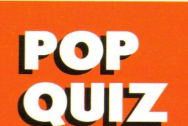
❖ *Beware of the spiked creatures: they're absolutely invulnerable.*

❖ *This time, always stay on top. Not only is it safer there, you'll also find more treasures.*

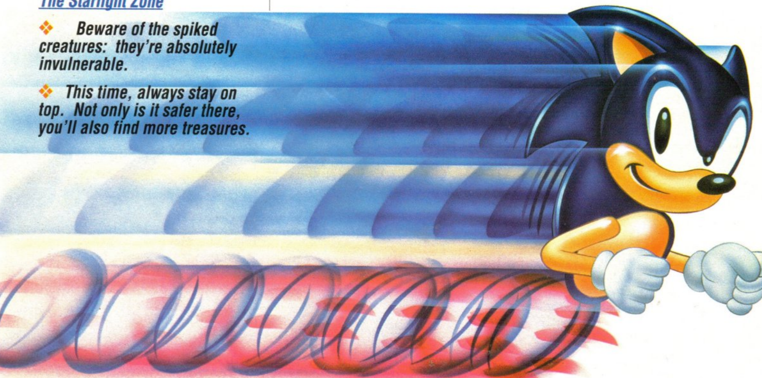




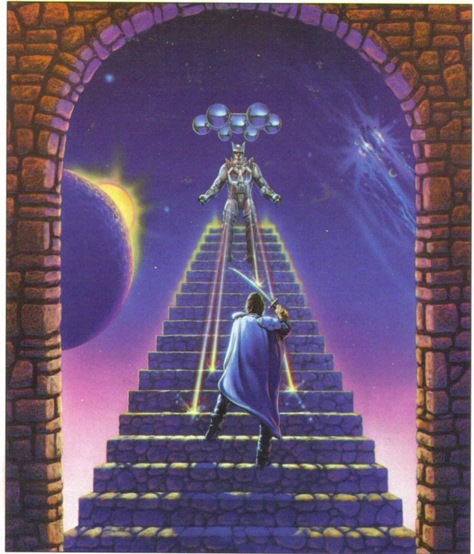




1. What does the word "sonic" mean?
2. How fast does sound travel?
3. Who was the first human to travel faster than sound?
4. Who was the first animal to travel faster than sound?



1) Going a speed equal to the speed of sound. 2) 1,088 feet per second, or 738 mph. 3) Test pilot Chuck Yeager. 4) Sonic the Hedgehog.

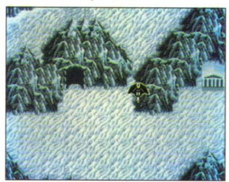




Get a free prediction from the fortuneteller by visiting and listening to him, then resetting the game.



The antidote will cure one poisoned character. Once used, it must be replaced.



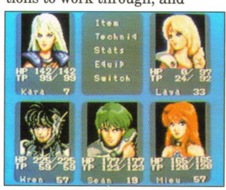
PHANTASY STAR III
GENERATIONS OF DOOM™

WARNING: Attempt this game only if (a) you know your way around a control pad, (b) you have plenty of time to play (and don't need to eat or sleep), and (c) you want a video game that uses your brain. *Phantasy Star III* is an intricate, elaborate challenge that wrings the last drop of gaming expertise from even the most advanced players.

This third monolithic cart in the *Phantasy Star* series is reminiscent of the difficulty levels of some of the best computer games, with outstanding color and graphics found (before Genesis) only in the best arcades. *Phantasy Star III* is measured, not in levels, but in generations. Beginning to get the big picture?

This cart involves the gamer directly in the exciting story line, which connects with the story in *PS II*. Your choices decide your ultimate destiny.

There are three generations to work through, and



seven worlds plus two moons to explore. Nothing is ever easy or straightforward. Expect side trips and back-tracking to achieve what you set out to do. For example, to board a ship, you have to come up with a cyborg. To find a cyborg, you have to battle enemies, go to another town, chat up everybody you meet (a good idea throughout the game, by the way), find Mieu's lake, and return to the ship. And that's just to get on board - the sea journey is still ahead of you!

Phantasy Star III is off the charts on ratings for color, graphics, sound, and difficulty. We can't think of another cart that comes close.

GENESIS COMING ATTRACTIONS

STREETS OF RAGE
Sega Genesis System

The grit and grime of the city is overpowering, but you hardly even notice it. Every shred of your attention is riveted on the street punks circling you, looking for an opening to attack.

If you got a kick out of fighting your way through the *Shinobi* carts and had a thrill as you hacked at your enemies in *Golden Axe*, it's time to hit the streets in this new, two-player Genesis brawl. This is no ordinary karate game with a kick here and a chop there. *Streets of Rage* gives you a total of 21 different moves, including head slams, knee-to-stomach punches, and flipping over your opponent's head. Its' awesome two-gamer, simultaneous-play mode sets it apart from all the other street fight games. With your buddy by your side, the scum haven't got a chance. Go get 'em!



SHINING IN THE DARKNESS
Sega Genesis System

Avid RPGers are officially put on notice: an incredibly detailed, superb quality role playing game is about to make its debut. You and your two compatriots will soon set out through an amazingly detailed and panoramic world on your challenging quest in *Shining in the Darkness*. You play young Max, a competent soldier despite your age. By your side are Marilyn, mistress of magical spells, and Bilbo, the strongest of soldiers and a vicious hand with any club, no matter how big. Like most good RPGs, you work with hit points, experience points and experience levels, magic, and a selection of armor and weapons. Unlike any other cart, *Shining in the Darkness* shines in the details. Rooms are so big they often don't fit on one screen but scroll across several. This RPG is so realistic, you just might lose track of who and where you really are!

WATCH FOR REVIEWS OF THESE HOT NEW GAMES IN AN UPCOMING ISSUE OF SEGA VISIONS!

NOW AVAILABLE NATIONWIDE

NOW AVAILABLE NATIONWIDE

SEPARATE THE MEN FROM THE BOYS.

INTRODUCING SEGA GAME GEAR™

If you're still playing with Game Boy,® it's time to grow up. Game Gear is here. The new color portable video game system with arcade quality Sega™ games and graphics. Game Gear's advanced technology makes Game Boy look like child's play. The high resolution color screen provides razor sharp detail. Intense colors give a picture so lifelike it puts you right in the thick of the action. And the back-lit screen allows you to play in any kind of light, even total darkness. Other features include multi-channel stereo sound and state-of-the-art options like a TV Tuner,* Gear-to-Gear Cable™ for one-on-one competition and a Rechargeable Battery Pack for hours of play without batteries. So quit kidding yourself, it's time to get into gear.



*Available pending FCC approval.

Sega brought the arcade experience home. Now they're taking it on the road.



GAME GEAR™

- *Incredible color! Displays 32 intense colors on-screen, out of a total palette of 4096!*
- *Back-lit, 3.2" diagonal screen is easy to see, day or night!*
- *Sharp 160 x 146 pixel detail!*
- *Stereo sound: plug in headphones and let 'er rip!*
- *Sleek design makes it easy to hold for hours of great play!*
- *Measures 8.25" by 4.5" by 1.5"!*
- *Has 16 kilobytes of video RAM for incredible power!*
- *Runs on six AA batteries, with other optional power sources!*
- *Games include adventure, sports, and arcade hits! Seven ready to go now, with 20 more on the way!*
- *Lots of exciting accessories to make the most of your Game Gear!*







DRAGON CRYSTAL™

So you're just out cruising around on your bike and you turn down this alley. You don't remember seeing the alley before but, hey, maybe you overlooked it. And then you see this neat antique shop over there, real tempting.

So you get off your bike and go in -- just to look around for a minute, you understand. Not going to stay very long. Hey, where's that weird light coming from? Looks like it's coming from that awesome crystal ball over there on the shelf. Well, it won't hurt to take a closer look. Will it? Just peek at it, just gaze into it deeply, just let its power enfold you, pull you in...and then you'll be hooked forever, a true *Dragon Crystal* junky.

This fantasy maze game will pull you into it's dream world just as the crystal ball snares the main character. This is one dream you won't want to wake up from too soon -- and unlike Niles Nemo, you don't have to eat pizza to start dreaming, just pop the cart into your Game Gear.

Thirty levels of mazes will keep you going on and on. As you start winding your way through *Dragon Crystal's* labyrinths, fighting dozens of monsters, you'll notice there's an egg following you around. Just be cool...when you reach level four, the egg hatches out a cute little dragon that is your faithful buddy through each level.

You'll die if you don't upgrade your weapon and armor as soon as you can.

Explore every level thoroughly because later on, you'll need all the strength you can get.



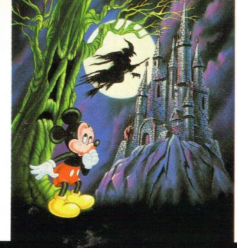
Take your time! No need to rush things. Remember that pressing the start button makes your character walk faster.

Thirty levels means you're in for a long haul, so start collecting weapons, armor, magic scrolls, gold and just about everything you come across in this game. You'll also need to stop and eat food every now and then or you won't be able to heal. You can also starve to death if you aren't careful.

The backgrounds change from maze to maze. You'll pass by pine trees, cacti, stone idols, flowers and more. You have to find the warp zone hidden on each level to rise to the next. But don't bother trying to memorize mazes and warp zones, because they'll be different each time you play.

The action in *Dragon Crystal* is fast and addictive. The color, animation and graphics are super. In short, it's a good thing this is for the Game Gear, because you're going to want to take it with you everywhere!







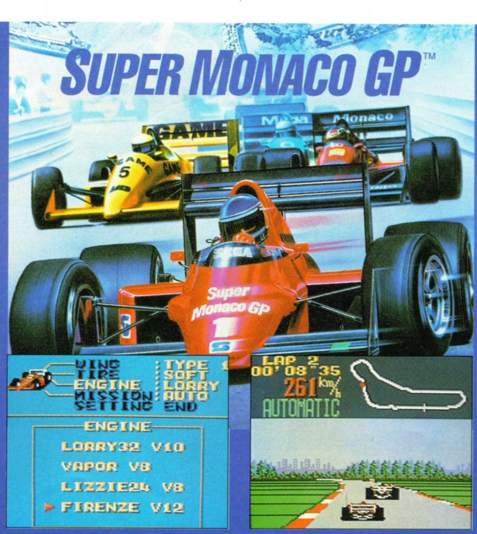
CASTLE OF ILLUSION™
STARRING MICKEY MOUSE

Everyone's favorite rodent is now battling evil illusions in a newly adapted cart for everyone's favorite hand-held, Game Gear. Minnie's been nabbed by the witchy Mizrabel, and Mickey is as intrepid as ever as he takes on some of the most unusual foes in the history of video games to come to her rescue.

Take Mickey through the Enchanted Forest to the Castle of Illusion, where he must search for the Seven Gems of the Rainbow he'll need to free Minnie from Mizrabel's bony grasp. Look out for the clowns in Toyland, dodge doughnuts in the Desert Factory, track bookworms in the Library, maneuver across giant gears in the Clock Tower, and guard against ghosts in the Castle. Then you get to tackle the wicked Mizrabel herself!



Grab everything you can to throw at your enemies.

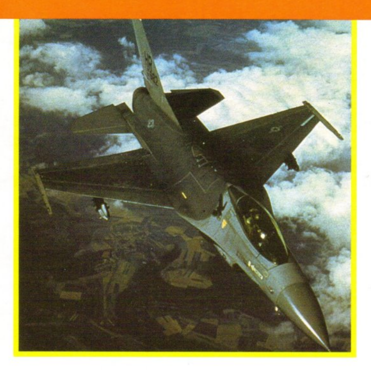


Thanks to technical wizardry, you can drive a customized Formula One on your own racy little Game Gear with Sega's new translation of the electrifying *Super Monaco GP*.

You build your own car, choosing from two types of wings, hard or soft tires, four different engines, and automatic transmission or a 7-speed, and you can alter your car between races. Start with practice laps or jump right into the race on your choice of 16 world class courses. Place in the top 10, and you qualify for the next race. Place in the top 6, and you win points. And with a Gear-to-Gear™ cable and a friend, you can compete together against the course or each other.

For jack-rabbit starts with automatic transmission, hold down Button 1 before the light changes.

G•LOC AIR BATTLE™



The Sega Game Gear has arrived! And so has a collection of exciting games, including the unbelievably detailed aerial cart, *G-LOC*. In *G-LOC* (which stands for "gradual loss of consciousness" due to G-force) you pilot an experimental superplane through nine fast-paced, action-packed scenarios. If you successfully complete the first eight scenarios, then, and only then, will you be sent on the ninth, deadly mission.

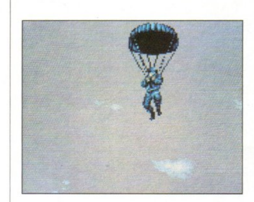
Your G-LOC jet is equipped to give you the technological edge needed to complete your missions. It has twin rapid-fire machine guns and an impressive on-board guidance missile system. You are limited, however, by the number of missiles on each mission, so use them judiciously.

The H.U.D. (Heads Up Display) is unrivaled and keeps you well informed of enemy FX-85 tailgaters. A special Booster button turns on the afterburners for quick escapes. Or blast them out of the sky: execute the loop-the-loop maneuver and give those FX-85s a taste of their own medicine.

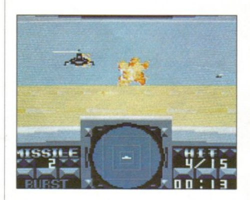
You win points for the number of hostile targets you eliminate and for quick completion times. Use your points to buy better equipment. For example, a larger fuel tank lets you make more gas-burning loop maneuvers and the Vulcan machine gun fires more ammo per second. Armor is also a must-have.

G-LOC shows Game Gear's high color resolution and stereo sound off perfectly. The graphics are incredibly detailed on Game Gear's mini-monitor, and the background scenery scrolls as smoothly as a full-size system. Stereo sound makes it easy to distinguish between lock-on tones and tracking radar signals, while the audio track keeps your heart racing.

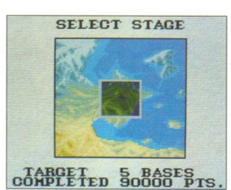
G-LOC can be flown in three difficulty levels, and, with the addition of a Gear-to-Gear™ cable, you can take on another Game Gear player in an all-out dog fight. *G-LOC* proves that a small cart can deliver big excitement.



Enemy missiles can damage your plane even if they appear out of your gun sight.



Use your Booster only as a last resort. In lower missions, enemies will stop chasing you after a while.



You can only destroy enemy warships, tanks, and bases with guided missiles.

GAME GEAR COMING ATTRACTIONS

JOE MONTANA FOOTBALL
Sega Game Gear

Sega's done the impossible (again). They've taken an entire football field with two full NFL teams and wedged them into a 3.2" color screen without losing a spec of the excitement. Game Gear's *Joe Montana Football* puts you out on the gridiron calling the plays.

And you know the action has got to be realistic and challenging because Joe Montana himself was in on the game plan when this cart was originally being designed. Your video football players respond to their game the same way flesh-and-blood players react to theirs.

You're in control, right down to what type of pass you'll make. Pick from among all 28 professional teams. The game's playbook gives you lots of strategy options from its 17 play formations.

The graphics and animation are riveting. You've never seen this much detail on a portable before. From passing to tackling, the on-screen players deliver true-to-life football fun.

SPIDERMAN
Sega Game Gear

Don't look now, but there's something climbing up the wall and into your game gear. *Spider-man*, that awesome game of superheroes, double-crossing villains and exploding cities, will soon be spinning its web around the best color portable system around.

Kingpin has framed Spiderman for the plot to blow up New York City. In the meantime, another creep has made off with Spider-man's girlfriend. Our hero is up to the challenge, if you are.

You'll have to be sure you're well stocked with web fluid (it gets pretty nasty if you're caught short in a tight spot), so disguise yourself as photo-journalist Peter Parker and earn some money taking prizewinning photos.

Then you're off into the thick of the fight, wrestling with the metal tentacles of Dr. Octopus, battling The Lizard, and trying to overcome rats, alligators and falling bricks.

Already thrilling gamers on Genesis and Master System II, *Spider-man* is a great addition to the growing game library for Game Gear. Check it out!

WATCH FOR REVIEWS OF THESE HOT NEW GAMES IN AN UPCOMING ISSUE OF SEGA VISIONS!



SPIDER-MAN®

Thanks to a radioactive spider with a biting problem, there's a wild new game that will have you crawling the walls. Without that spider taking a chomp out of a scientist, there would be no Spider-man. And without Spider-man, there would be no *Spider-man vs. the Kingpin* for the Sega Master system.

Spider-man has been framed by The Kingpin for planting a bomb set to blow up all of New York City. Now Spider-man has a mere 24 hours to not only find and overcome a whole roster of rotten crooks, he has to dodge the police as well. To add insult to injury, Venom has made off with is girlfriend.

The game starts in the street in front of your building. You have to fight off both cops and muggers to get up to your room on the top floor. This is your opportunity to get the hang of being Spider-man. Learn how to swing that web and walk up walls now, because you're going to need to know how later.



Some opponents are heavily armored in front but not in back. Jump over them and hit 'em from behind.

Next is Dr. Octopus's warehouse, filled with vicious rats and gun-toting hoods. The dogs are invincible, so be careful. When that ornery forklift comes at you, attack it from behind, and keep attacking.

On to the sewer! Your web slinging skills will be your key to overcoming rats, bats, alligators, and jumping mutants as you fight your way to that slimy scum, The Lizard.

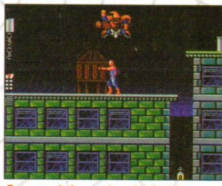
The next level is the power station, defended by Electro with electric creatures and electric bolts, neither of which you can take lightly. This is a tough level, so don't plan on getting through it alive the first time. Remember: you're racing against the clock, so you can't afford to die too often.

Sandman's SWAT officers, undefeatable snakes, and an escaped gorilla challenge you next in Central Park. All along, look for icons that will give you energy and that all-powerful web fluid.

Back on the street, SWAT members defend The Hobgoblin. Use your shield and some jumping and kicking here. You'll need to save your web for Venom who'll come at you the second you defeat The Hobgoblin.

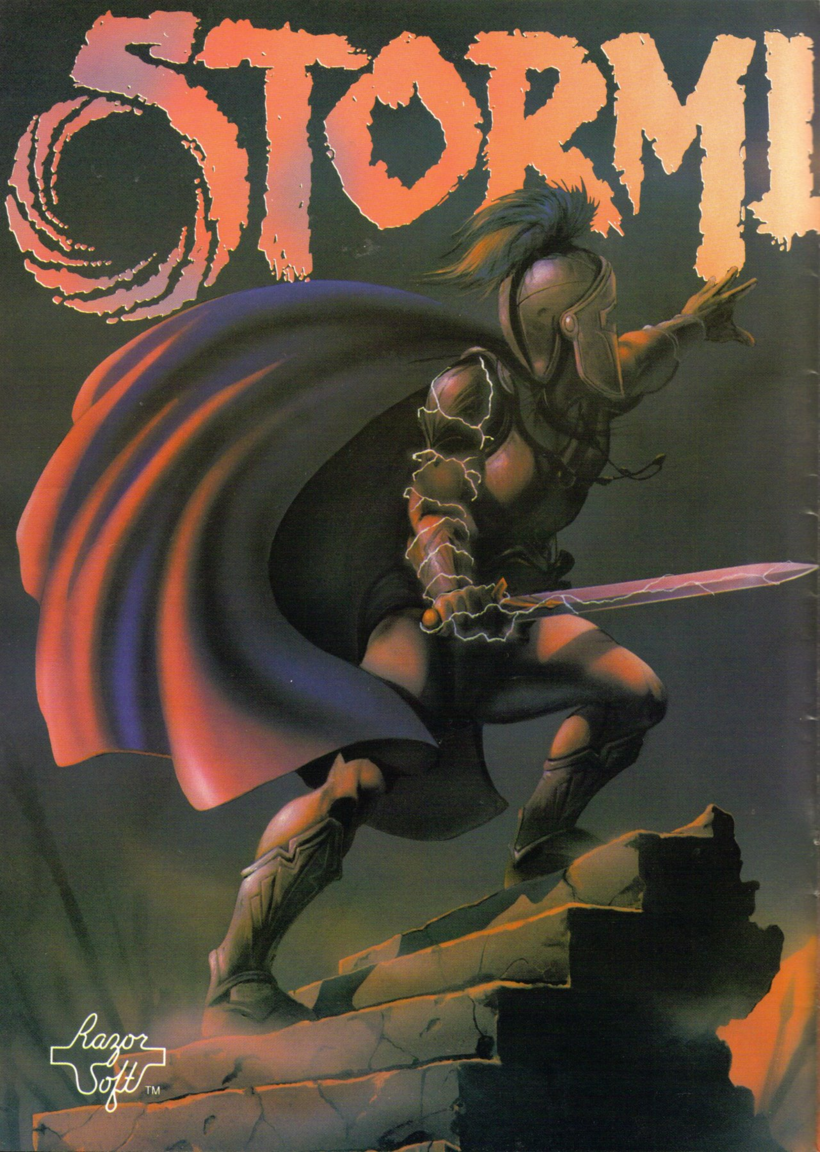
Now you need to get through Kingpin's cave. The robots, gun batteries, and trenchcoated hoods are only part of your problem: finding the end of the cave is a real mind bender.

The final showdown takes place in Kingpin's headquarters. As time runs out, you face your enemies once again. And if you conquer Electro, The Hobgoblin, Venom, and Lizard, you still have to defuse the bomb and take out Kingpin.



Some of the animals Spidey encounters are invincible. If you can't beat 'em get away from 'em.

It almost goes without saying, as this is a Sega game, that the color, animation, and graphics are the best. Great arcade action, lots of challenge, and plenty of excitement– this is as good as it gets, folks!



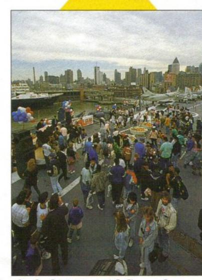
STORM
Razor Soft
TM



Operation Game Gear

The deck of the aircraft carrier was crowded with hundreds of people, all looking intently at the sky, all waiting for the same thing. Then they heard it: the distant but unmistakable sound of an approaching helicopter. A shout went up – the long awaited airlift was here at last!

This may sound like a scene from the Gulf war, but it was Operation Game Gear; the April 5th launching of Sega's dynamite new portable system in the U.S. The ship was the aircraft carrier U.S.S. Intrepid, now home to the Intrepid Sea Air Space Museum. The place was the New York Harbor, and the crowd on the deck

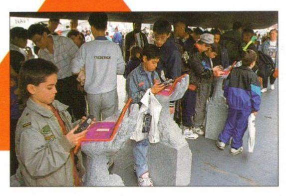


included 600 avid Sega fans. The helicopter? It was delivering America's first Game Gear.

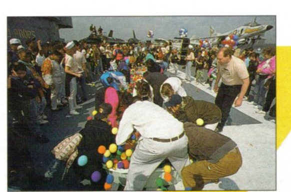
New York City's top rock station, Z-100, helped promote the party and delivered hundreds of lucky listeners to the ship. About 100 kids from nearby Forts Hamilton and Tottem whose parents took part in Operation Desert Storm were also on hand for the day.

The main event, after the Game Gear airlift, took place in the three on-board swimming pools that were filled with 10,000 brightly colored foam balls. At the signal, the 600 Sega fans were let loose in the pools to search for specially marked balls that won 60 of them Game Gear systems and software.

Everyone had a great time, as you can see by the photos. Sound like fun to you? Then keep an ear tuned to your favorite radio station. Sega will be repeating the party with the help of several top stations around the country. Maybe your station will be next!







Superstar Kids Challenge

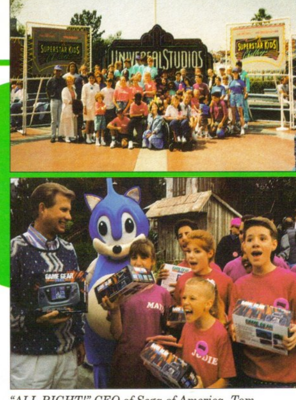
The filming is over, the contests are won, and the stars have gone back to their shows. *Superstar Kids Challenge*, co-sponsored by Sega, was taped on April 19 and 20 with lots of hoopla and fun at Universal Studios. More than 20 TV stars including David Faustino, Jason Hervey, Sara Gilbert, Candace Cameron, Josh Saviano, Mayim Bialik, Danny Ponce, Danny Pintauro, and Soleil Moon Frye battled in some pretty wild "athletic" competitions to win money for their team's favorite charity.

Hosted by Olympic gold medalist Bruce Jenner and MTV's Martha Quinn, the special features Sega Game Gear duels (the best part, in our humble opinion), a tug of war over a pool of whipped cream, a relay raft race across the *Miami Vice* lake, and an obstacle course on the set of Spielberg's *American Tales*. In all, $100,000 was won for Easter Seals, Make-A-Wish Foundation, Mothers Against Drunk Driving, and United Cerebral Palsy Association.

Check your local TV listing this summer for the date, time, and station in your area to see the fun and games for yourself!



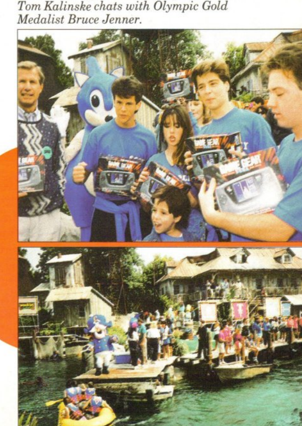
Continued on page 38



"ALL RIGHT!" CEO of Sega of America, Tom Kalinske, enjoys the kids reaction to the new GAME GEAR.



Sega's Director of Marketing, Al Nilsen, shares strategy with Genesis players while Tom Kalinske chats with Olympic Gold Medalist Bruce Jenner.

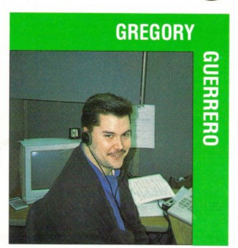




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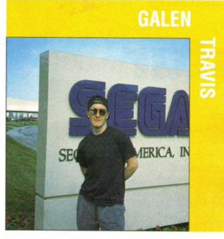
Meet Sega's Game Counselors!

GREGORY GUERRERO



Hobbies: Sports, especially SF Giants baseball and local church singles group.
Date Started: April '90
Favorite Game: Genesis: *Tommy Lasorda Baseball* - With runners on 1st and 3rd you can steal 2nd without a catcher's throw.

GALEN TRAVIS



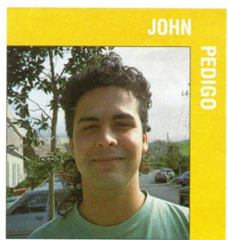
Hobbies: Visual arts, including comics, movies & magazines, motorcycles, cars & video games.
Date Started: January '90
Favorite Games: Shooters and action games; anything hard & fast. *Sonic the Hedgehog* is the wave of the future!

KAREN COLBOURN



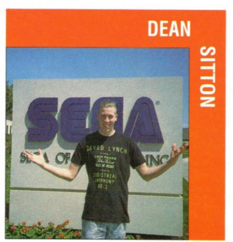
Hobbies: Enjoys writing short fiction, drawing, painting and doing some traveling whenever possible.
Date Started: August '90
Favorite Game: Genesis and Master: *Columns*

JOHN PEDIGO



Hobbies: Illustration, animation, off-the-wall movies, real music, bay area sports, mass consumption, co-ed social gatherings.
Date Started: April '90
Favorite Game: Genesis: *Lakers vs. Celtics* and *Mickey Mouse* - *PS I* hint: Baya Malay tower has 8 floors, take stairs in LR corner to 3rd floor, down to sub basement 3, back to level 5.

DEAN SITTON



Hobbies: Being mature at all times, cartoons, Japanese animation and computer animation, garlic and clam pizza, ballerinas, musical gatherings, peace and love.
Date Started: March '90
Favorite Game: Game Gear: *Fatal Labyrinth* - If you hold down the start button while you play, you will run and fight faster.

MARK HENSLEY



Hobbies: Include music, recording engineer, writing original songs.
Date Started: March '90
Favorite Games: *Psycho Fox* - at the end of levels 1-3, jump all the way up using the trampoline blocks and punch or throw the bird to the right. A piece of the sky will break open and you can jump in it and go to other levels of the game.

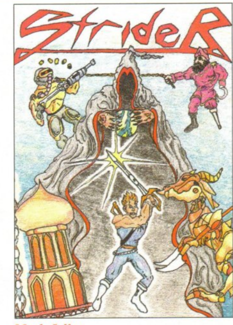
The Great Sega Brush–Off...Again



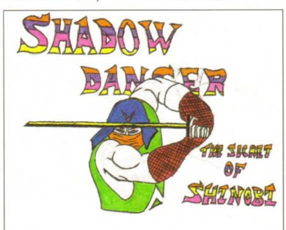
Arryl Holmes
Torrance, CA

Enough, already! We've been flooded with thousands of entries for our Great Sega Brush-Off – the poor mail carrier is about to collapse under the weight of all your artwork. We shudder to think of all the markers, paints, pens, crayons and pencils that gave their lives so great Sega art could live.

We've feverishly been sorting and viewing and admiring all the fantastic drawings you've sent, but there haven't been enough hours in the day or days in the week to keep up with it all! We'll finish the judging soon, but we didn't want to keep all this great stuff to ourselves. So in the meantime, we're sharing some samples here of what's been rolling in our door non-stop for the past several months.

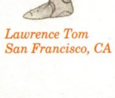


Mack Jolley
American Fork, UT

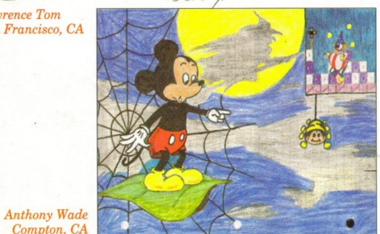


Randy Myers
Houston, TX

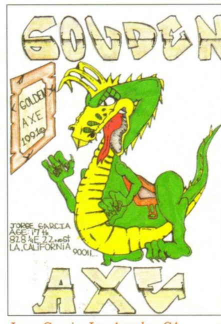
Next issue: the prize winners!



Lawrence Tom
San Francisco, CA

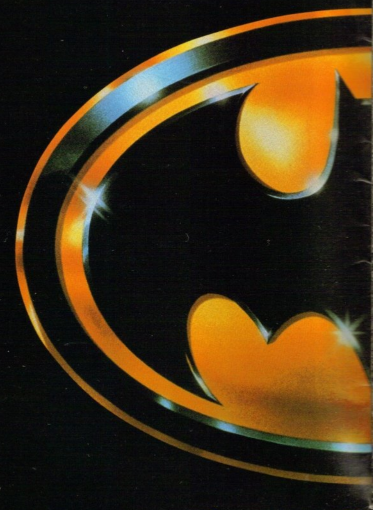


Anthony Wade
Compton, CA



Jorge Garcia, Los Angeles, CA





The Vide
Comin

SUN.



MAN*



eo Game.
g Soon.

SOFT®

*indicates a trademark of DC Comics Inc. 1991.



Licensed by Sega Enterprises, LTD. for play on the Sega™ Genesis™ System.



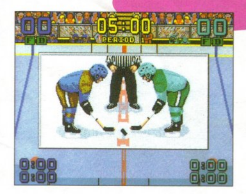
Here are some of the hot new Genesis games Sega is featuring at the summer Consumer Electronics Show. They'll be available at your favorite Sega retailer soon!

MIDNIGHT RESISTANCE™



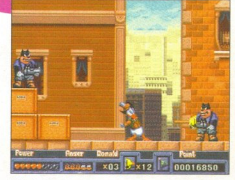
You're the toughest Resistance soldier. That's why the Evil Head snatched your family. Bash into his compound. Battle tanks, missiles, and flying robots in skull-to-skull combat with flamethrowers, nitro bombs, and machine guns. Seven levels of explosive action.

MARIO LEMIEUX HOCKEY™



You're in the fastest, roughest, ice action yet, with incredibly smooth animation of body checking, high sticking, and smashing into the boards. Speed toward the net, pass quickly, go for the goal. Close-up fights can put you in the penalty box. Two-player game.

QUACK SHOT starring Donald Duck™



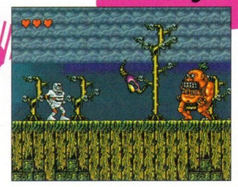
With help from Huey, Dewey, and Louie, Donald searches for a special treasure for Daisy as Pete's Gang tries to get the treasure first. Donald's distinctive voice rings true, and the animation of Donald in a rage goes beyond even Castle of Illusion. *Donald's adventures take him around the world.*

TWIN COBRA™



In this non-stop helicopter attack game, you battle your helicopter through desert sands, over oceans and rivers. Face other attacking helicopters, flanking attacks from divisions of enemy tanks, enemy jets. Fire from dug-in gun emplacements. Search out stronger firepower that can blast the enemy from all directions.

DECAP ATTACK starring Chuck D. Head™



"Chuck" your head at ghouls and monsters. There's a head in your closet that chomps the bad guys. Watch out for Dr. Frank N. Stein. Swing on flag poles, leap over chasms, and fly up cliffs to reunite the parts of the island: El Beau, Lastleg, Midville.

ALIEN STORM™



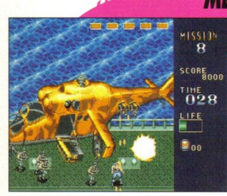
Shape-changing alien scum take over your city. Fry the slimy horrors and smash their bid for global conquest with ray guns, flame-throwers, power whips, and more. Harmless objects transform into vicious aliens. Tackle them solo or with a friend. Fight from two different perspectives, including a 3-D view. The excitement is red-hot in this two player simultaneous game.

SPIDER-MAN™



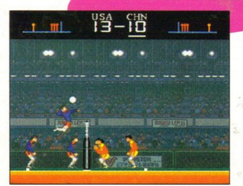
The great Superhero must keep Kingpin from blowing up New York. Unique web-slinging movement as Spidey flies from girder to girder, leaps among tall buildings, and crawls upside down. He faces all the classic enemies - Dr. Octopus, Venom, Sandman, the Lizard, and Electro - as he fights his way through the warehouse, Central Park, the Power Station, even the sewers.

MERCS™

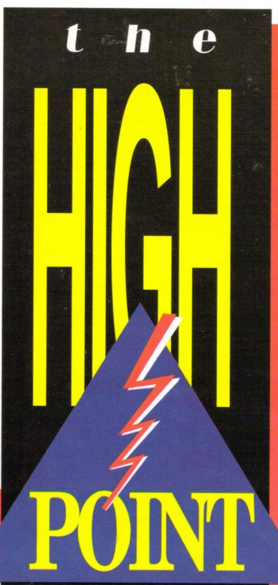


The ultimate commando game! Relentlessly attack enemy soldiers, tanks, helicopters, battleships, and machine guns. Sneak along mountain trails. Take on the jungle for a tougher challenge.

SUPER VOLLEYBALL™



True on-court action. You can spike 'em or run and leap to smash your serve. Great on-court animations of diving hits, set-ups, the Russian curve. Play against teams from 8 countries, including China, Russia, Japan, and Italy. You'll feel your fists smack that smokin' ball. Two-player simultaneous game.



HOT SHOTS

*Here they are; this issue's High Scoring Sega gamers. The Visions readers listed below have met the challenge and earned for themselves the title of **High Point Hot Shot** -- not to mention a free Sega T-shirt.*

So, Visions readers, power up that Sega Genesis or Master System, and summon up your competitive spirit while you tackle your favorite Sega game.

SYSTEM: Sega Genesis
GAME: Thunder Force III
SCORE: 6,626,000
READER: LARRY MORAN
HOME: Cleveland, OH

SYSTEM: Sega Genesis
GAME: Strider
SCORE: 327,350
READER: JASON WALINSKE
HOME: Algonac, MI

SYSTEM: Sega Genesis
GAME: Buster Douglas Knockout Boxing
SCORE: 9,434,920
READER: CHRIS QUICK
HOME: Rochester Hills, MI

SYSTEM: Sega Genesis
GAME: Revenge of Shinobi
SCORE: 3,122,900
READER: NOAH TRAGER
HOME: Potomac, MD

SYSTEM: Sega Genesis
GAME: DJ Boy
SCORE: 2,203,100
READER: JAVIER ALBORNOZ
HOME: Miami, FL

SYSTEM: Sega Genesis
GAME: Michael Jackson's Moonwalker
SCORE: 266,400
READER: JONATHAN YOUNG
HOME: San Francisco, CA

SHARE YOUR TRIUMPH WITH US -- TAKE YOUR BEST SHOT AND MAIL IT TO SEGA VISIONS

- Take a photo of the screen showing your best score. HINT: Turn off the room lights and don't use a flash (it will reflect off the screen). You might want to take a couple of shots, just to be sure you get a good, clear one.
- PRINT your name, address and age on the back of the photo, as well as the name of the game and your score.
- Send your photo to: SEGA VISIONS High Point
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As the long journey through space concluded, the spaceship Monotros was returning home unscathed. The tired crew was anxious to return to the mother star, Volfied.

But . . . an unknown alien force had already been there. Shocked and confused, the Monotros crew saw Volfied had been completely annihilated. A life scan of the mother star indicated that the entire population had been terminated.

A desperate Monotros crew orbited Volfied for a final time. Suddenly a glimmer of hope emerged. An S.O.S. signal was being transmitted from deep below the surface where the aliens now reigned. There are survivors! Fighters report to briefing!



"Intelligence reports inform us that the enemy has formed a defense squadron containing three levels of fighters. There are sixteen zones that are in enemy hands. Each zone contains a force led by a commander that has orders to fight to the death. You must eliminate the commander and salvage as much of each zone as possible!"

"Monotros will be able to provide a safety force field on the perimeter of each zone. As fighters, your job is to extend the force field and eliminate the enemy. Be sure to watch your timers and your back! The enemy strikes quickly. Be on the lookout for special weapons that may be found and used to your advantage. Engage the rescue mission and save the survivors of Monotros!"

SEGA GENESIS 16-BIT CARTRIDGE





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